



WARFLEETS: ETL

QUICKSTART

**ONE
PAGE
RULES**

WARFLEETS: FTL - QUICKSTART v1.6

Introduction

Warfleets: FTL is a miniature wargame of epic spaceship battles in a distant galaxy at war.

We designed this set to give new players an easy way to start playing the game, and it comes with printable miniature tokens, terrain, reference sheets and play markers.

In order to play the game, you are going to need the basic rulebook, or the core rules sheet, both of which you can download for free on our website: www.onepagerules.com

Basic Rulebook vs Core Rules Sheet

If you're new to wargaming, then you should download the basic rulebook, which contains a thorough explanation of the rules, with diagrams and examples to further clarify the rules.

If you're a veteran wargamer however, then you might want to skip the basic rulebook, and just check out the core rules sheet, which provides all of the rules in a condensed format.

Print & Play Components

This starter set gives you everything you need to start playing exciting battles right away, without having to worry about painting miniatures or putting together your own fleet lists.

Simply print out all pages and assemble the fleets as described on the right, and you'll have two balanced forces ready to clash on the field of battle.

Additionally we've also provided you with a set of terrain pieces to spice up your games, as well as a set of play tokens to help you track different game effects.

The First Match

For your very first match you can try playing a reduced game, just to get to grips with the basic mechanics.

We suggest playing just the first 2 rounds of the game, using a smaller play space (for example 2' x 2' in size) and removing a couple of ships (one destroyer ship and one killer ship).

Then once you've got to grips with the basic mechanics you can simply reset the match, add some new units, and extend the play space so that you can play your first full battle.

Empire Fleet (BLUE)

To prepare your Empire fleet print its pages, then cut out all miniatures on them, which should give you the following:

- 1 Destroyer Heavy Ship
- 1 Gladiator Medium Ship
- 2 Raider Light Ships
- 5 Slave Squadrons

Marauders Fleet (RED)

To prepare your Marauders fleet print its pages, then cut out all miniatures on them, which should give you the following:

- 1 Killer Heavy Ship
- 2 Crusher Medium Ships
- 2 Chopper Light Ships
- 7 Suicide Squadrons

Terrain

To prepare your space terrain print the terrain pages, then cut out all terrain pieces on them, which should give the following:

- 1 Nebula
- 2 Space Debris Fields

When playing the game we recommend using the following terrain rules for the various pieces of terrain:

- Nebulas = Cover Terrain
- Space Debris = Difficult Terrain + Cover Terrain



EMPIRE FLEET ROSTER (BLUE)

DESTROYER HEAVY SHIP				Special Rules	
Speed	Turret	Defense			<p>Deadly: This weapons deals +1 damage per hit on the target.</p> <p>Munitions Resupply: Friendly squadrons within 4" may shoot twice if they use hold actions.</p> <p>Overheating: If you roll a 1 to hit, then this ship takes 1 damage.</p> <p>Precision Rig: Turret gets +1 to hit.</p> <p>Pulse Engine: Gets +2" on move and +3" on cruise/ram actions.</p>
Mov 4" / Cru 6"	Ran 24" / Att 2 / Str 2	Eva 2+ / Tou 2+			
Linked Railgun (F): Ran 24" / Att 3 / Str 1 Counts as having the Overheating rule.					
Particle Cannon (S): Ran 12" / Att 3 / Str 0 Counts as having the Deadly rule when targeting enemies in their front facing.					
Munitions Resupply					
Precision Rig					
Pulse Engine					

GLADIATOR MEDIUM SHIP					Special Rules
Speed	Turret	Defense			Anti-Ship: May only target enemy ships and gets +1 to hit. Hazardous Ammo: When firing its turret may choose to take 1 damage in order to get +1 to hit and +1 strength.
Mov 6" / Cru 9"	Ran 24" / Att 2 / Str 1	Eva 3+ / Tou 3+			
Ion Cannon (F): Ran 18" / Att 2 / Str 1					
Energy Cannon (S): Ran 12" / Att 3 / Str 1 Counts as having the Anti-Ship rule.					
Hazardous Ammo					

RAIDER LIGHT SHIP					Special Rules	
Speed	Turret	Defense			Anti-Squadron: This weapon may only target enemy squadrons and gets +1 to hit. Control Center: Friendly squadrons within 6" may move even if engaged.	
Mov 10" / Cru 15"	Ran 6" / Att 3 / Str 0	Eva 4+ / Tou 4+				
Proximity Guns (S): Ran 4" / Att 2 / Str 0 Counts as having the Anti-Squadron rule, and may be fired once at every squadron that is in range.						
Control Center						

SLAVE SQUADRON				
Speed	Turret	Defense		
Mov 10" / Cru 15"	Ran 2" / Att 2 / Str 0	Eva 5+ / Tou 5+		
Special Rules				
Rogue: This squadron may be activated during other phases, but may only either move or shoot when doing so.				

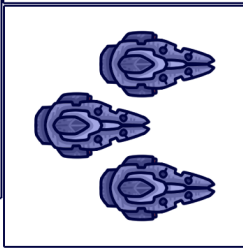
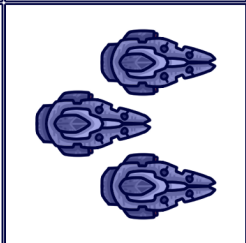
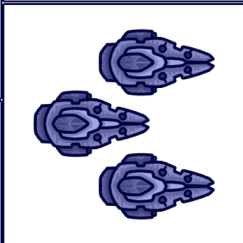
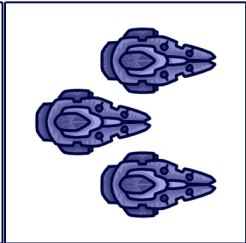
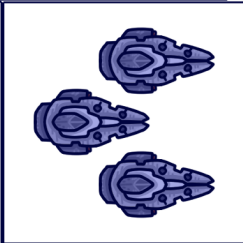
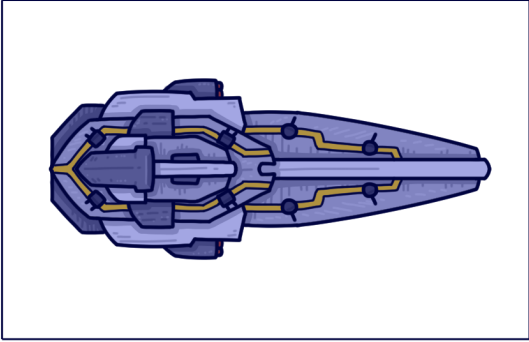
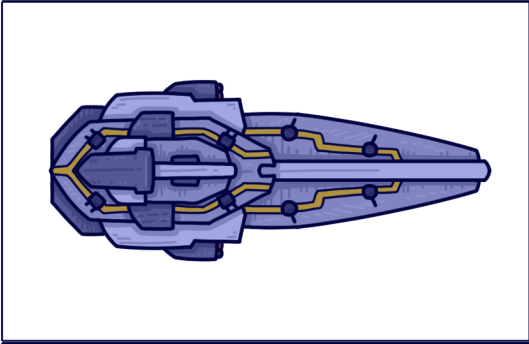
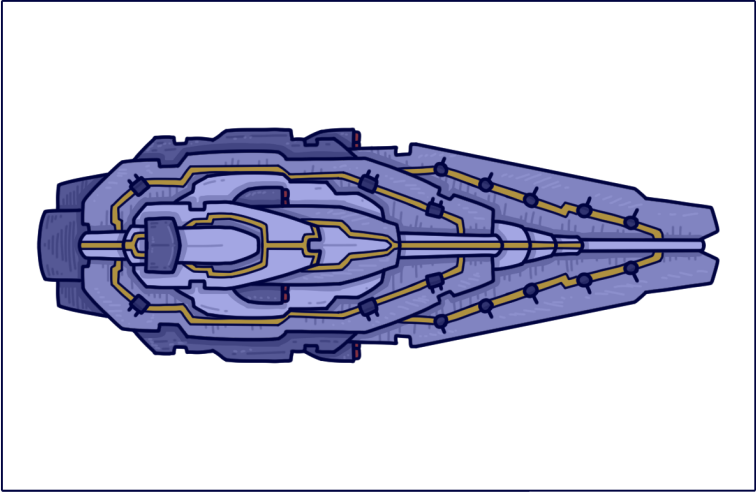
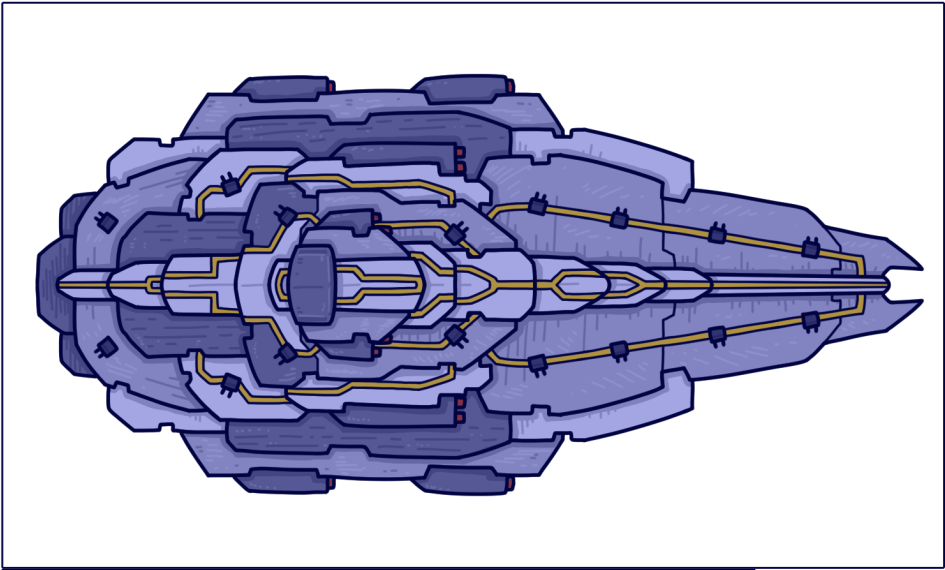
MARAUDERS FLEET ROSTER (RED)

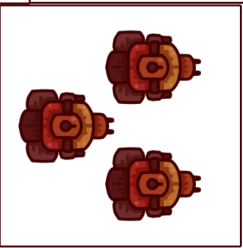
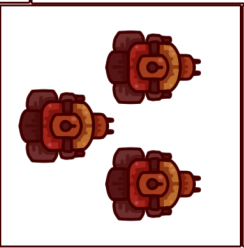
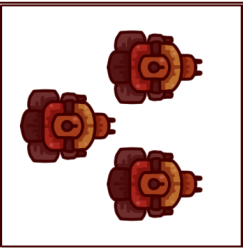
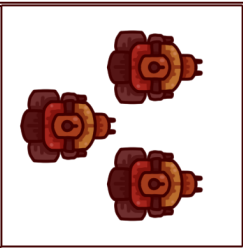
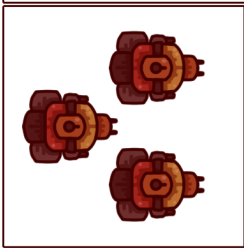
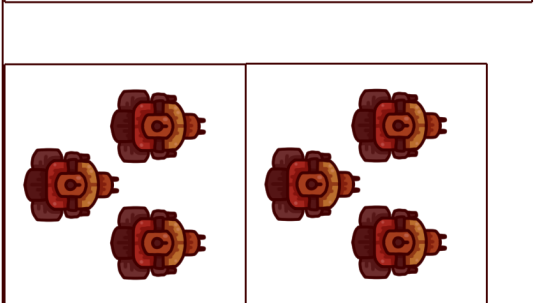
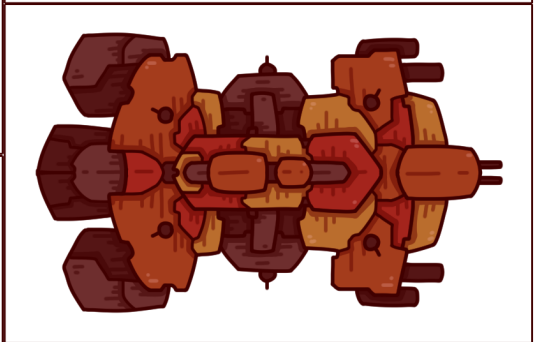
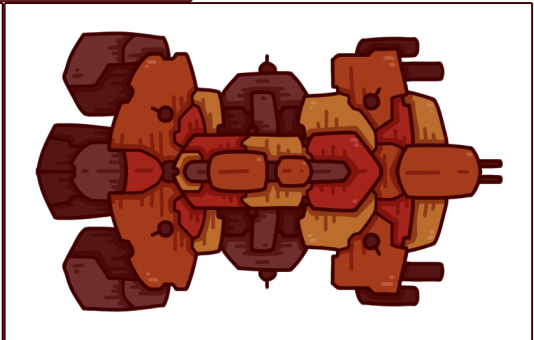
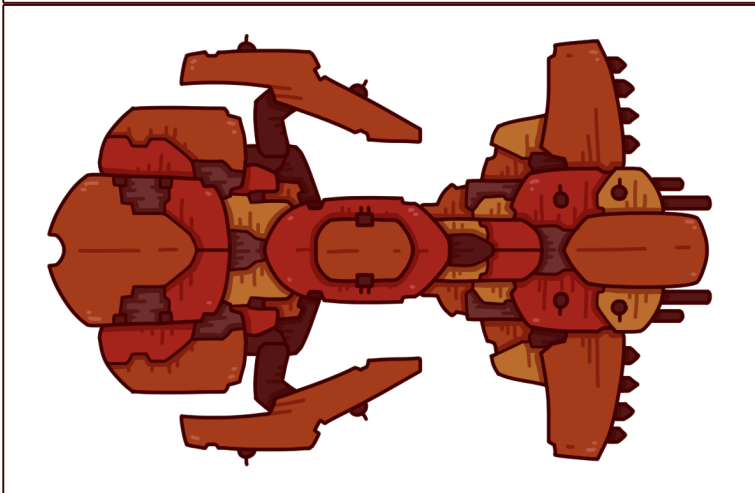
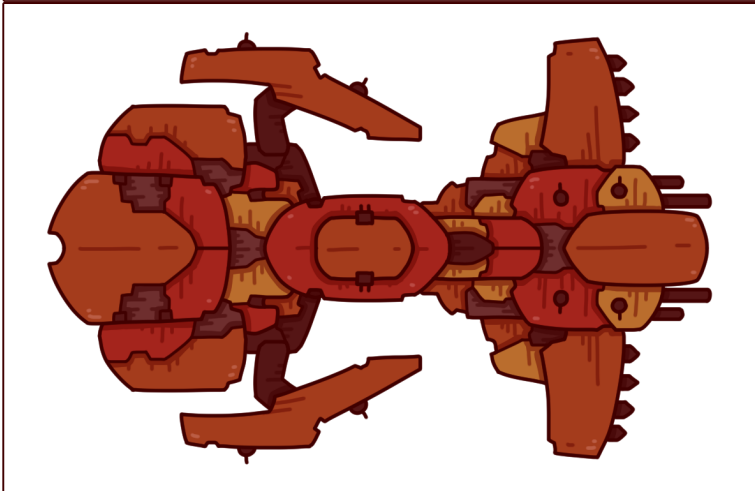
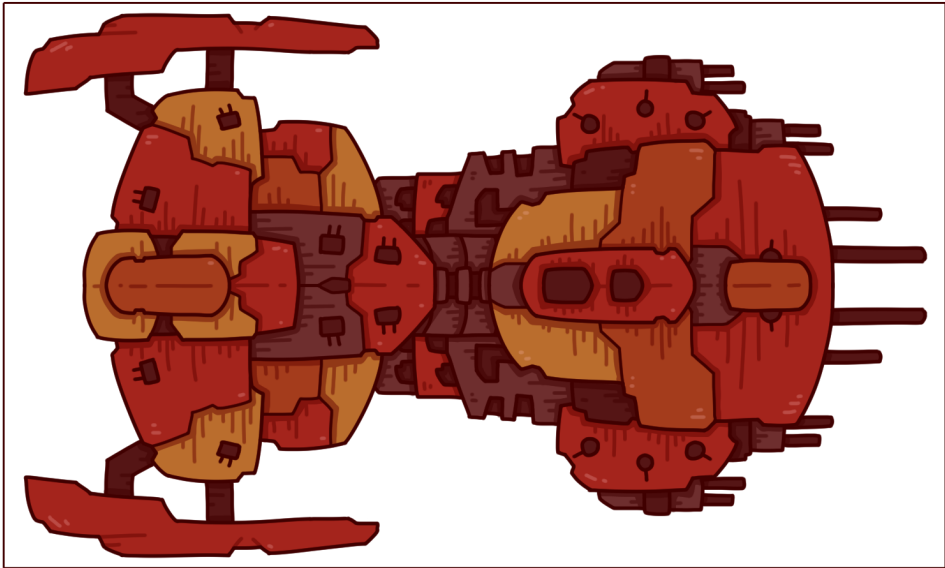
KILLER HEAVY SHIP			Special Rules		
Speed	Turret	Defense	Anti-Ship: May only target enemy ships and gets +1 to hit. Battering Ram: Counts as having +1 max. upgrades for the purpose of ramming. Overheating: If you roll a 1 to hit, then this ship takes 1 damage. Pulse Engine: Gets +2" on move and +3" on cruise/ram actions. Tractor Beam: When activated pick one enemy ship within 8" and move it D6+1" toward this ship.		
Mov 4" / Cru 6"	Ran 18" / Att 2 / Str 2	Eva 2+ / Tou 3+			
Plasma Cannon (F): Ran 18" / Att 2 / Str 3 Counts as having the Overheating rule.					
Energy Cannon (S): Ran 12" / Att 3 / Str 1 Counts as having the Anti-Ship rule.					
Pulse Engine					
Tractor Beam					

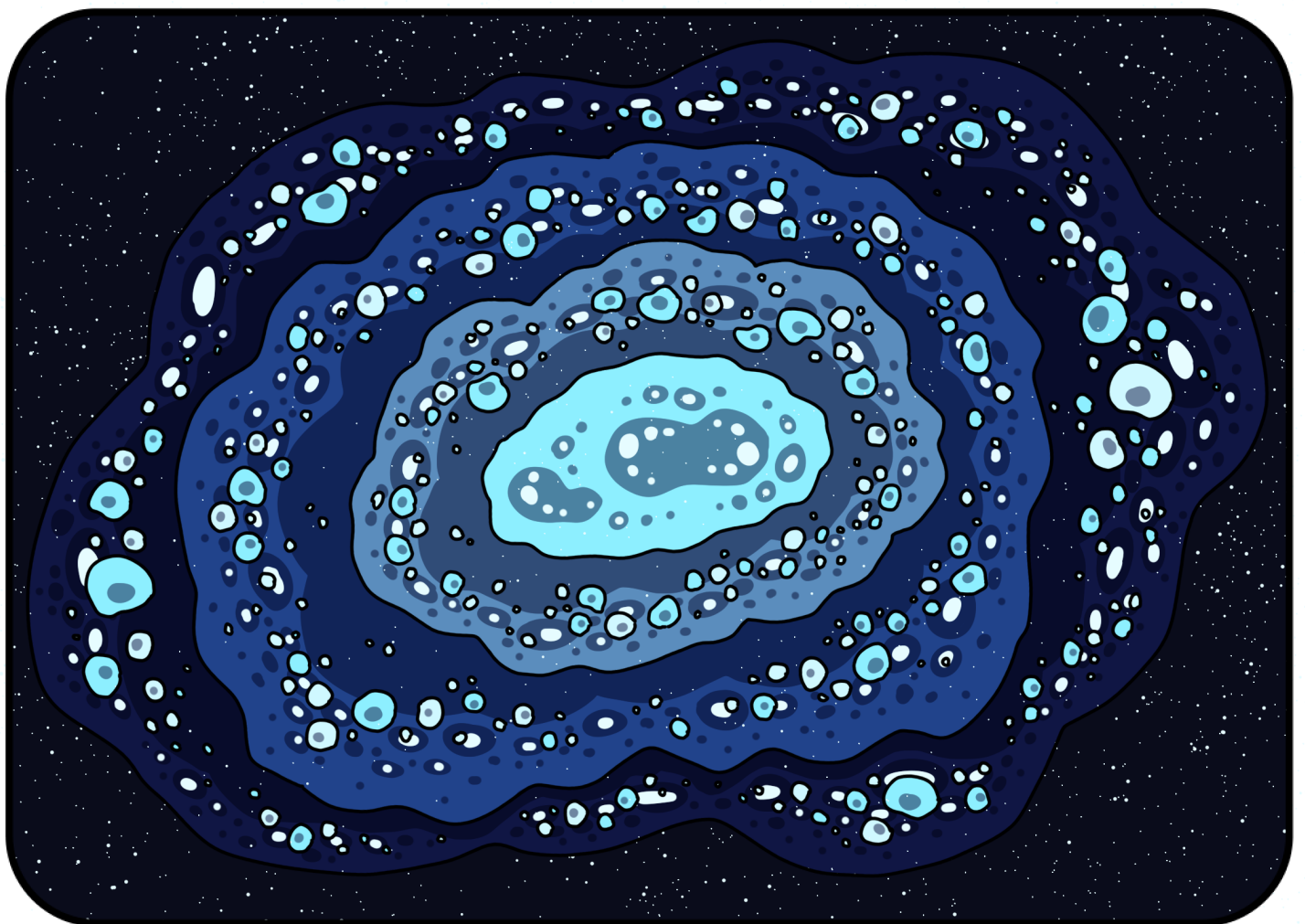
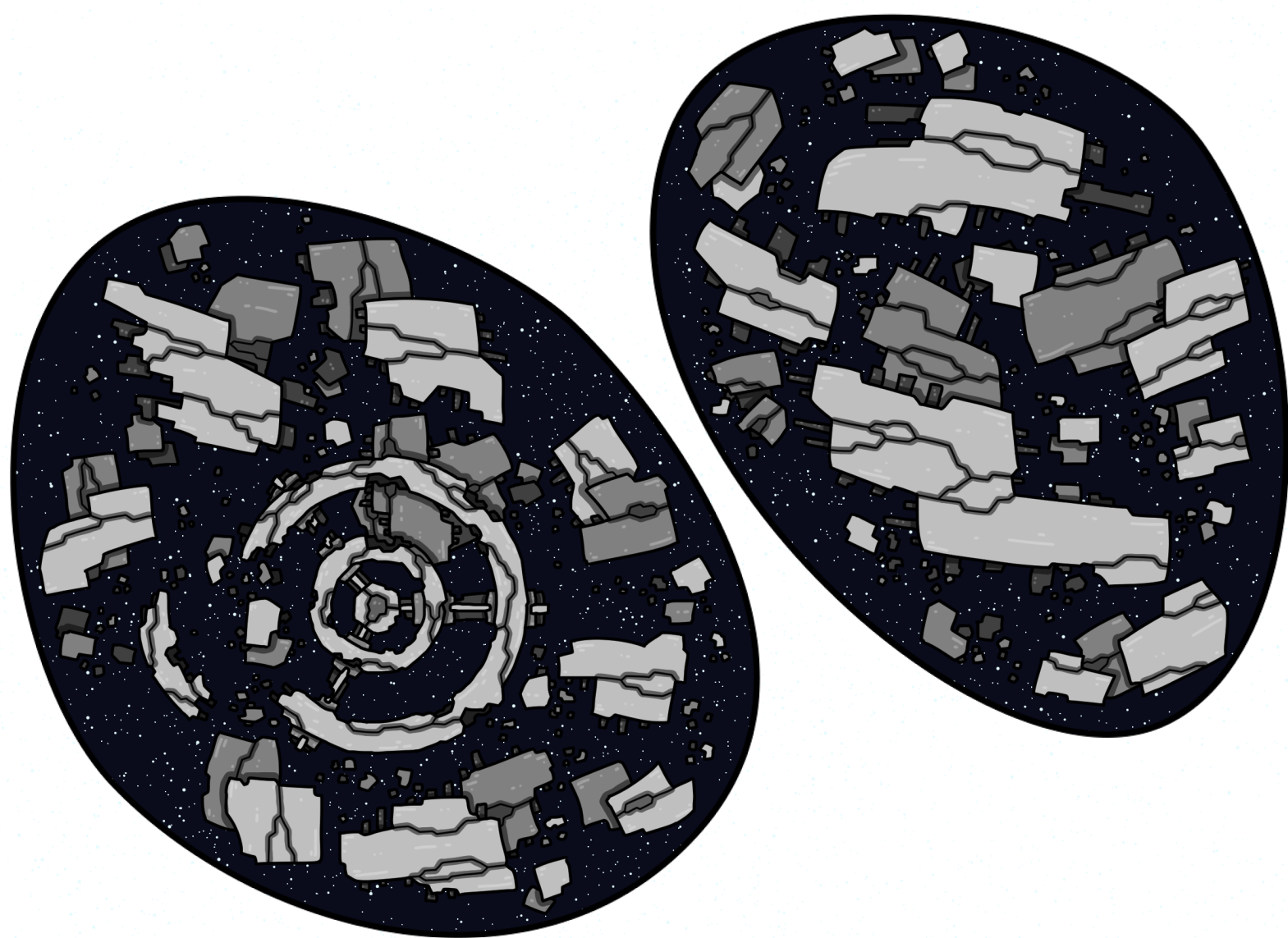
CRUSHER MEDIUM SHIP			Special Rules		
Speed	Turret	Defense	Anti-Ship: May only target enemy ships and gets +1 to hit. Battering Ram: Counts as having +1 max. upgrades for the purpose of ramming. Broadside: This weapon doubles its attacks when targeting enemy ships in their side facing. Gunnery Crew: Turret gets +1 to hit and +1 strength when shooting at targets that are 12" or closer to it.		
Mov 6" / Cru 9"	Ran 12" / Att 2 / Str 1	Eva 3+ / Tou 4+			
Energy Cannon (F): Ran 12" / Att 3 / Str 1 Counts as having the Anti-Ship rule.					
Ripper Array (S): Ran 6" / Att 3 / Str 1 Counts as having the Broadside rule.					
Gunnery Crew					

CHOPPER LIGHT SHIP			Special Rules		
Speed	Turret	Defense	Battering Ram: Counts as having +1 max. upgrades for the purpose of ramming. Reinforced Ram: Deals +1 damage when ramming enemy ships. Stealth Rig: Always counts as in cover when targeted from over 12" away.		
Mov 8" / Cru 12"	Ran 6" / Att 2 / Str 0	Eva 4+ / Tou 5+			
Reinforced Ram					
Stealth Rig					

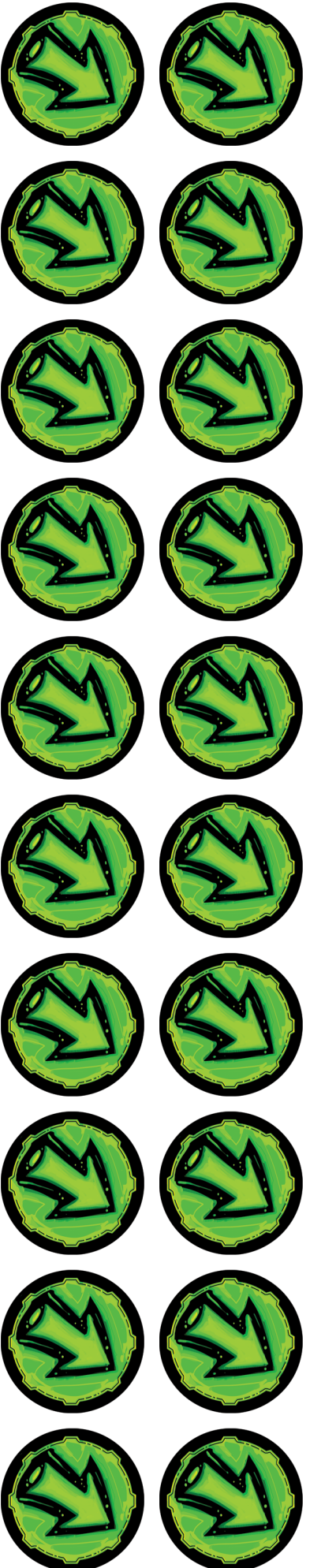
SUICIDE SQUADRON		
Speed	Turret	Defense
Mov 10" / Cru 15"	Ran 2" / Att 2 / Str 0	Eva 5+ / Tou 5+
Special Rules Fragile: The first time this model takes damage each round it takes +1 damage. Suicide Run: May use ram actions (counts as having 0 upgrades), but is immediately destroyed when doing so.		







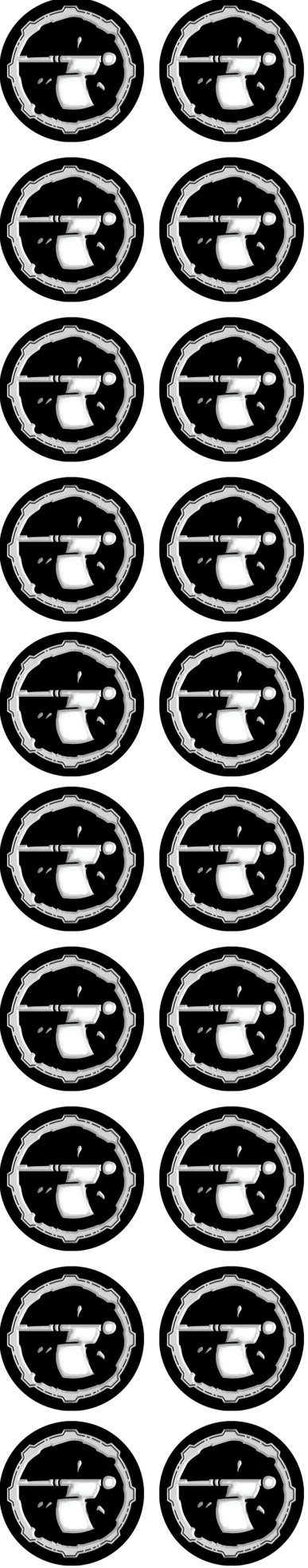
ACTIVATIONS



WOUNDS / DAMAGE



MORALE / STUNNED



OBJECTIVES



GENERIC / OTHER EFFECTS

